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December 7, 2005

TELECOPIER TRANSMITTAL SHEET

TELECOPY TO:	**Examiner: Krista Kieu-Oanh Bui** **USPTO: Tech. Center 2600**
FAX NUMBER:	**(571) 273-8300**
FROM:	**RODGER H. RAST**
RE:	**10/630,129** **SON5180.25A (50P5461.01)**

Applicant's counsel respectfully requests a telephone interview about the above case (Entitled: APPARATUS AND METHOD FOR ACCOMMODATING FAST CHANGE OF DIGITAL STREAMING SOURCES AND FORMATS), to discuss the following.

Apparently, there still remains a roadblock in our communication about aspects of this case.
Before we proceed it would be beneficial to be sure we understand one another.
I would like to discuss the following:

Applicant has attached a description from the Web about a standard protocol configuration, an Example under the OSI model. You can see that the stack (like any protocol stack) has multiple layers, including a TRANSPORT LAYER. On the second page is noted the path of data through layers from transmit to receive. Conventionally: EVERY change of source/type involves tearing down these layers and rebuilding them. However, Applicant teaches a system in which not all layers are torn down - specifically reciting maintaining the Transport layer, (as recited in Claim 1 and elsewhere), while changing the format or source of the connection. This allows source or format changes without the need of tearing down the stack and building a new one for a new connection (of any desired type), therein saving time.

Some of the discussion in the prior response was an explanation of the structure of protocols within a logical connection (Examiner argues that these are not in the claim); ...yet they should not be. This discussion was put forth as background information to aid our mutual understanding.

One area Applicant would like to discuss with Examiner is the specific text where Reisman discusses: (A) protocol stack internals; (Example: Transport layer WITHIN a protocol [not a protocol having the keyword 'transport' within its name]); (B) preserving the Transport layer, within the stack, when switching source or type. In the sections of Reisman provided in support of the rejection the Applicant only finds a discussion of conventional connectivity with conventional connection building and teardown. Reisman is not seen to discuss any stack layers or interaction thereof, let alone a structure for preserving certain layers when switching connection source or type.

Please call at your earliest convenience after you have considered the material and case: Applicant will be available on Friday Dec. 9 from 11 AM EST, til 8 PM EST, and can be reached at 916-498-1010. Thankyou.

O'BANION & RITCHEY LLP

Rodger H. Rast
(Type or print name of person signing certificate)

(Signature)

[X] Original will not follow

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NUMBER OF PAGES SENT (INCLUDING COVER SHEET): 4

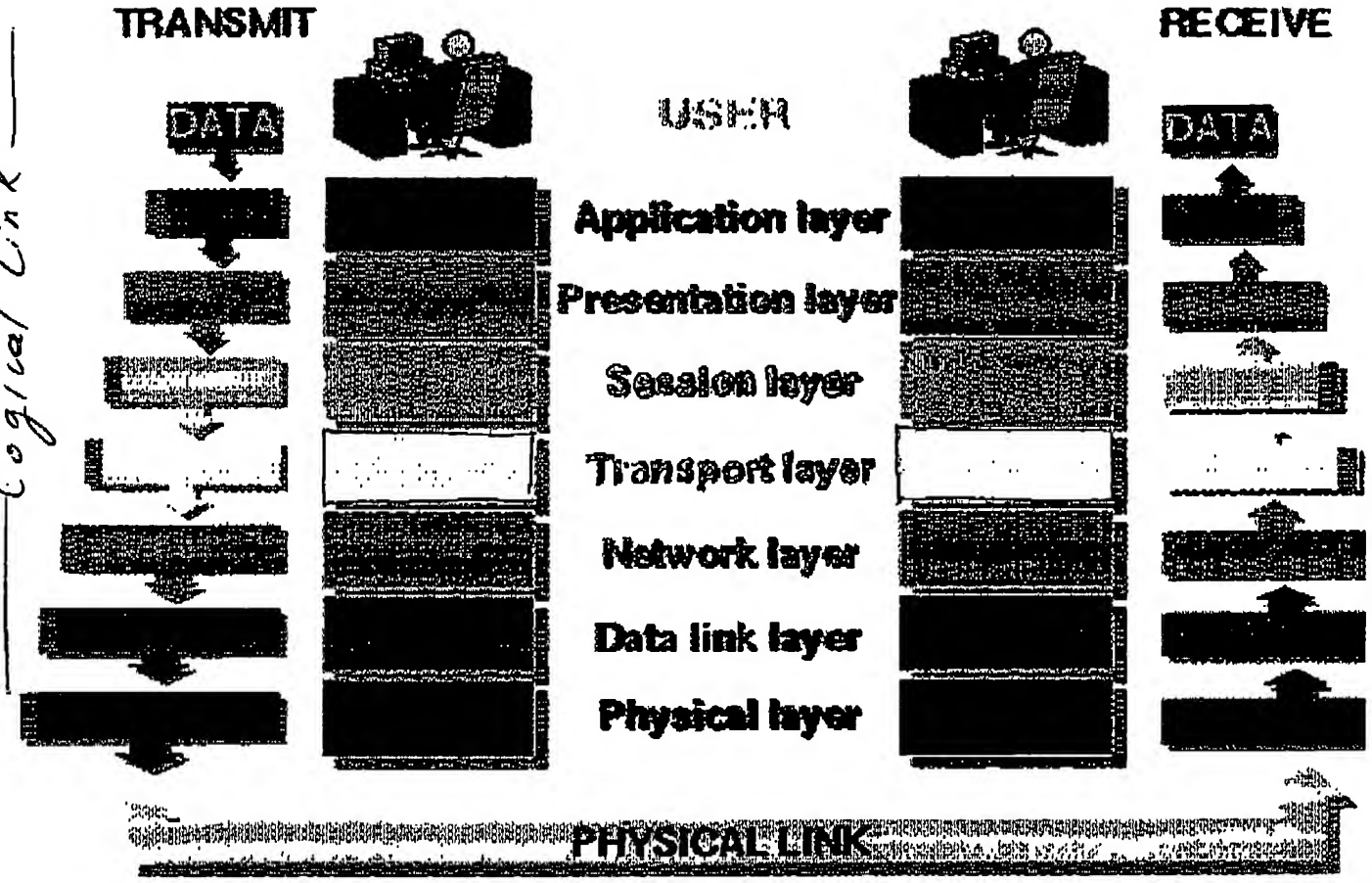
IF THERE ARE ANY PROBLEMS OR QUESTIONS, PLEASE CONTACT US AT (916) 498-1010. OUR FAX NO. IS (916) 498-1074.

The 7 Layers of the OSI Model

The OSI, or Open System Interconnection, model defines a networking framework for implementing protocols in seven layers. Control is passed from one layer to the next, starting at the application layer in one station, proceeding to the bottom layer, over the channel to the next station and back up the hierarchy.

Application (Layer 7)	This layer supports application and end-user processes. Communication partners are identified, quality of service is identified, user authentication and privacy are considered, and any constraints on data syntax are identified. Everything at this layer is application-specific. This layer provides application services for file transfers, e-mail, and other network software services. Telnet and FTP are applications that exist entirely in the application level. Tiered application architectures are part of this layer.
Presentation (Layer 6)	This layer provides independence from differences in data representation (e.g., encryption) by translating from application to network format, and vice versa. The presentation layer works to transform data into the form that the application layer can accept. This layer formats and encrypts data to be sent across a network, providing freedom from compatibility problems. It is sometimes called the *syntax layer*.
Session (Layer 5)	This layer establishes, manages and terminates connections between applications. The session layer sets up, coordinates, and terminates conversations, exchanges, and dialogues between the applications at each end. It deals with session and connection coordination.
Transport (Layer 4)	This layer provides transparent transfer of data between end systems, or hosts, and is responsible for end-to-end error recovery and flow control. It ensures complete data transfer.
Network (Layer 3)	This layer provides switching and routing technologies, creating logical paths, known as virtual circuits, for transmitting data from node to node. Routing and forwarding are functions of this layer, as well as addressing, internetworking, error handling, congestion control and packet sequencing.
Data Link (Layer 2)	At this layer, data packets are encoded and decoded into bits. It furnishes transmission protocol knowledge and management and handles errors in the physical layer, flow control and frame synchronization. The data link layer is divided into two sublayers: The Media Access Control (MAC) layer and the Logical Link Control (LLC) layer. The MAC sublayer controls how a computer on the network gains access to the data and permission to transmit it. The LLC layer controls frame synchronization, flow control and error checking.
Physical (Layer 1)	This layer conveys the bit stream - electrical impulse, light or radio signal -- through the network at the electrical and mechanical level. It provides the hardware means of sending and receiving data on a carrier, including defining cables, cards and physical aspects. Fast Ethernet, RS232, and ATM are protocols with physical layer components.

THE 7 LAYERS OF OSI



Note other protocols may have only 3 layers i.e. ① App, ② Transport ③ Physical. Or different numbers.